Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A virtual reality encounter system comprising,

a mannequin;

~~coupled to~~ a camera coupled to the mannequin, the camera capturing an image of a first, physical location in which the mannequin is disposed, and producing a first video image signal from the first captured image ~~for receiving a video image, the camera sending the video image to a communications network~~;

a processor that receives the first video image signal and morphs ~~for morphing~~ the first video image signal;

an adapter to send the morphed, first video image signal to a communications network and receive a second, video image signal from the communications network, the second video image signal of a second, different physical location; and

a set of goggles to display a the second ~~morphed~~ video image of the second, different physical location.

2. (Original) The system of claim 1, wherein the processor overlays a virtual environment over one or more portions of the video image to form a virtual scene.

3. (Currently Amended) The method of claim 2, wherein the mannequin is a humanoid robot having tactile sensors positioned along the exterior of the robot, the sensors sending first tactile signals to a the communications network; the system further including a body suit having tactile actuators, the tactile actuators receiving the second tactile signals from the communications network.

4. (Currently Amended) The system of claim 3, further comprising:

motion sensors positioned throughout the body suit, the motion sensors sending <u>first</u> motion signals corresponding to movements of each sensor relative to a reference point, the <u>first</u> motion signals transmitted to the communications network; and

a humanoid robot, receiving, from the communications network, ~~the~~ <u>second</u> motion signals from the motion sensors, the <u>second</u> motion signals from the motion sensors causing a movement of the robot that is correlated to a movement of the body suit.

5. (Original) The system of claim 4, wherein the robot includes motion actuators corresponding to the motion sensors, the motion actuators causing the robot to move.

6. (Currently Amended) The system of claim 4, wherein the robot has life-like features, the robot comprises:

a body; and

a microphone coupled to the body, the microphone for sending audio signals<u>, corresponding to sounds in the first physical location,</u> to the communications network.

7. (Currently Amended) The system of claim 6, wherein the set of goggles further includes a transducer to render audio signals received from the <u>communication network from sounds in the second physical location</u> ~~microphone~~.

8. (Currently Amended) The system of claim 7, ~~the robot is at a first location and the set of goggles is at a second location~~ the system further comprising:

a second humanoid robot in the second location, the second robot having a second microphone and a second camera; and

a second set of goggles to receive the <u>first</u> video <u>image</u> signals from the first camera and a second earphone to receive the audio signals from the first microphone.

9. (Original) The system of claim 8, wherein the communications network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location, the second processor connected to the first processor via a network.

10. (Original) The system of claim 7, wherein the communications network comprises an interface having one or more channels for:

receiving the audio signals from the microphone;

receiving the video image from the camera;

sending the audio signals to the set of goggles; and

sending the audio signals to the transducer.

11. (Original) The system of claim 7, wherein the body includes an eye socket and the camera is positioned in the eye socket.

12. (Original) The system of claim 7, wherein the body includes an ear canal and the microphone is positioned within the ear canal.

13. (Original) The system of claim 1, wherein the set of goggles, comprises a receiver to receive the morphed video image.

14. (Original) The system of claim 6, wherein the robot comprises a transmitter to wirelessly send the audio signals, the tactile signals, the motion signals and the video image to the communications network.

15. (Currently Amended) A method of having a virtual encounter, comprising:

receiving a first video image at from a camera coupled to a mannequin, the mannequin disposed in a first physical location[[,]];

morphing the first video image;

the camera sending the morphed video image to over a communications network;

morphing the video image; and

receiving a second video image from a camera coupled to a second mannequin disposed in a second physical location; and

rendering a morphed the second video image using a set of goggles including displays for rendering the image.

16. (Original) The method of claim 15, further comprising:

overlaying a virtual environment over one or more portions of the video image to form a virtual scene.

17. (Currently Amended) The method of claim 16, wherein the mannequin is a humanoid robot and further comprising:

sending first tactile signals from the humanoid robot to the a communications network, the tactile sensors positioned along the exterior of the robot; and

receiving the second tactile signals from the communications network at a body suit having tactile actuators.

18. (Currently Amended) The method of claim 17, further comprising:

sending first motion signals from motion sensors positioned throughout the surface of a human, the first motion signals corresponding to movements of each sensor relative to a reference point, the first motion signals being transmitted to a communications network;

receiving, at the humanoid robot, the second motion signals sent by the motion sensors; and

causing a movement of the robot that is correlated to a movement of the human based on the second motion signals received from the motion sensors.

19. (Original) The method of claim 18, wherein receiving comprises receiving motion signals from the motion sensors at corresponding motion actuators coupled to the robot, causing a movement comprises the motion actuators causing the robot to move.

20. (Currently Amended) The method of claim 16, further comprising:

sending first audio signals over the communications network, the audio signals being produced from a microphone coupled to the robot in a first physical location; and

transducing second the audio signals received from the communications network using a transducer embedded in the set of goggles, the second audio signals from a second, different physical location .

21. (Currently Amended) The method of claim 20, further comprising:

sending the second audio signals to the communications network from a second microphone coupled to a second robot having life-like features;

sending a the second video image to the communications network from a second camera coupled to the second mannequin;

rendering the second image received from the communications network onto a monitor coupled to a second set of goggles; and

transducing the audio signals received from the communications network using a second transducer embedded in the second set of goggles.

22. (Original) The method of claim 20, wherein the robot includes an eye socket and the camera is positioned in the eye socket.

23. (Original) The method of claim 20, wherein the robot includes an ear canal and further comprising positioning the microphone within the ear canal.

24. (Original) The method of claim 20, wherein the set of goggles, comprises a receiver to receive the morphed video image.

25. (Original) The method of claim 20, wherein the robot further comprises a transmitter to wirelessly send the audio signals and the video image to the communications network.

26. (New) The system of claim 1, wherein the goggles receive a morphed second video image from the processor.